GAME & WATCH™

SUPER COLOR

CRABGRAB™

(UD-202)

INSTRUCTION

Nintendo®

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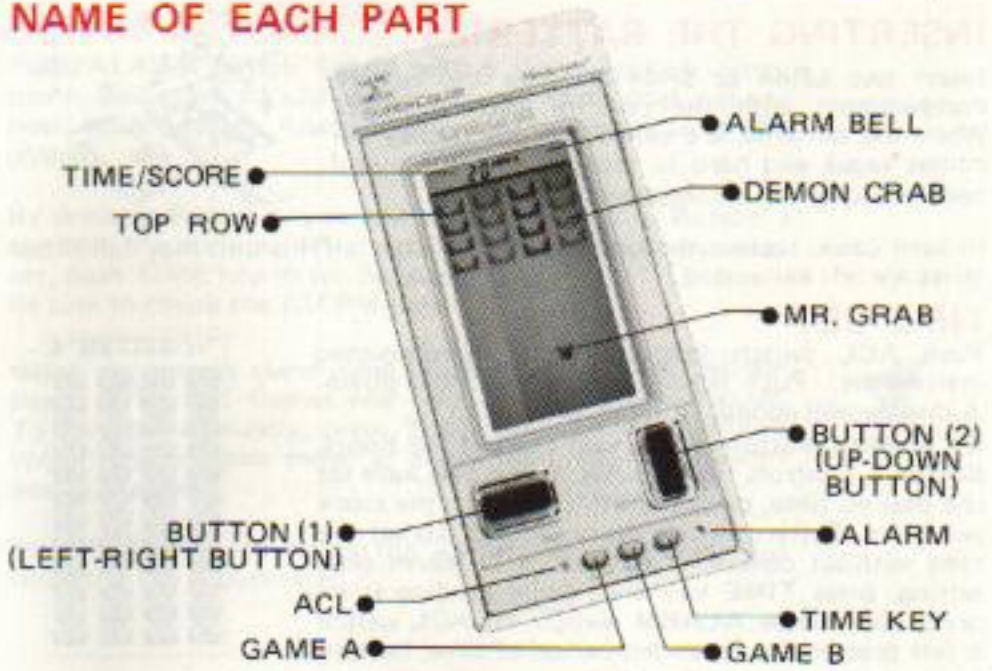
NAME OF EACH PART



INSERTING THE BATTERIES

Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or is completely lost.

In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold down. A display will appear as illustrated.

By pressing Button 1 you will control the hours. Button 2, controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)

ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.

By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time.
Be sure to check the AM/PM time.

When the pre-set alarm time is reached, ALARM bell appears. The bell flashes and rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, the bell appears without sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

Operate Mr. Grab to push up Demon Crabs. Push and clear top row of all Demon Crabs to clear display.

(Control Buttons)

(1) **Button 1** (LEFT-RIGHT BUTTON).....To move Mr. Grab left.
To move Mr. Grab right.

(2) **Button 2** (UP-DOWN BUTTON) .....To move Mr. Grab upward.
To move Mr. Grab downward.

(The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* Pressing ACL switch or removing batteries erases high score from memory.
* A game is not interrupted even if TIME key or other game key is depressed during game play.
* Game A is for beginners and average players. Game B is for the pros. Game B requires more coordination, technique and timing.

(Points)

Ten points are scored for each display cleared. Additional points will be awarded according to remaining time. Therefore, the quicker the display is cleared, the higher the score.
Timer value for the first display is 20 points. For each following display cleared, timer value increases by 5 points (70 points max.).
The maximum score displayed is 999 points.

(Score Display)

During the game, the remaining timer value is displayed.
The score is shown when the display is cleared, miss occurs or game ends.

(Bonus)

When score reaches 300 points, a fanfare sounds and all misses are canceled.

(Miss)

A miss is scored when Mr. Grab is caught in the arms of a Demon Crab from below or Demon Crabs fill an entire single column from top to bottom.
With three misses, game ends.
When game is over, the time display function will return after about five minutes.

THE OPERATION OF CONTROL BUTTONS

Operate Mr. Grab to push up Demon Crabs.

The same number of Demon Crabs pushed up will appear from the bottom. Be careful not to be attacked from both sides.

Demon Crabs appearing from the bottom move upward.

When the four columns of Demon Crabs are cleared from the top row, the entire display is cleared and points are awarded.

GAME A

* Each successive display will contain a larger number of Demon Crabs.
* When timer indicates 0 during game, four Demon Crabs, one in each column, appear from the bottom every 30 seconds.

GAME B

Timer advances at twice the speed of Game A. (When timer indicates 0 during game, speed at which Demon Crabs move increases every 30 seconds.)
Other conditions are the same as those for Game A.

CAUTIONS

1. Do not use pencil or pen when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature. Avoid heavy shocks to the game.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to see.)
5. Be careful not to press the liquid crystal display heavily. Otherwise the display may fail.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinnner, benzine or alcohol for wiping.
8. The liquid crystal may be difficult to see depending upon the angle. The best angle to view is illustrated in the figure.

Batteries and Liquid Crystal

Batteries

1. When batteries are removed from the GAME & WATCH, be sure to keep them out of the reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery is swallowed, call a doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the same pocket.
5. Do not use batteries as toys. Use only as intended in GAME & WATCH.

Liquid crystal

- The liquid crystal uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
- The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Dimension	: 70 mm(W) x 145 mm(H) x 114 mm(D)
Net Weight	: 95 g (Including Batteries)
Battery	: Two Alkali-Manganese batteries (LR-44 or SR-44)
Life of the battery	: Approx. 5 months with one hour play a day (LR-44)
Time display	: 12-hour system, hour and minute
Accuracy of the clock	: Average daily differential within ±3 secs. (Under normal temperature)
Alarm	: Set in 1-min. intervals.
Working temperature	: 50°F ~ 104°F (10°C ~ 40°C)

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